

## [Tips and Tricks for Pokemon Go](#)

**How to play Pokémon Go: Tips, tricks, hints and cheats to help you become a Pokéboss quicker than your mates.**

At this point Pokémon Go is a certified phenomenon, but developers Niantic recently released the game's first update and it was not greeted too kindly by the worldwide community of Pokémon trainers.

Admittedly there are a number of changes to the way you play the game, so we've updated our tips, tricks, hints, and cheats to help you adjust your technique and ace the game.

There's lots to get your head around so here are all the best tips, tricks, hints, and cheats to help you ace the game.



### [Things to Know Before You Play Pokémon GO](#)

Capturing Pokemon with AR on is part of the fun, especially when the pocket monsters pop up in inappropriate places, but it's way easier to capture Pokemon without worrying about aiming your phone camera. And strangers, for the most part, don't like having phones pointed at them. Why not turn off AR and relieve them of social anxiety? You can do that by tapping the AR toggle when you're capturing wild Pokemon. Pokemon will then sit perfectly still on a grassy field, though they will occasionally hop or gyrate to make capturing difficult. But at least this way you can focus on just the Pokemon, and not worry about reorienting the camera or suffering the death stares of real-life NPCs.

These tips and tricks will help you become a Pokemon Go Master.

### Turn Off AR to Make Capturing Easier

Pokemon Go is taking over the world (and maybe even making America great again). I, for one, welcome our cherub-cheeked electric mouse overlords.



Sure, the app needs a lot of work—check out our review to find out why—but it's still heaps fun to get out and play. You actually have to get up, leave your house, and visit real-world locations to replenish important items like Pokeballs, and of course, to catch wild Pokemon.

Unfortunately, Pokemon Go provides little in the way of guidance on the nuances of Pokemon catching, collecting, and evolving. In fact, it barely has a tutorial at all. If you're just starting out, see [How to Get Started and Catch 'Em All](#) for a primer on what every icon means, what items do, how to capture Pokemon, how gyms work, and other basics. But I've rounded up even more tips and tricks to help you become a Pokemon Master. Check out the slideshow for more.

### Summon Nearby Pokemon



While wandering around your neighborhood, you may notice the tab in the lower-right corner of your map with the Pokemon silhouettes. What could they be? It's Pikachu! No, not really. This tab shows you nearby wild Pokemon you can catch. Tap the tab, and you'll see a full list of creatures to kidnap. The footprints below each Pokemon let you know their proximity; the closer you get, the fewer footprints there are. Tap the Pokemon you want to encounter, and that will increase the chance you'll run into it. You can also track the Pokemon by watching to see if the number of footprints decreases. If you're feeling particularly adventurous, you can even go hunting and see if the footsteps increase or decrease depending on the direction you walk. That's what the game wants you to do.

So, if you're trying to fill out your Pokedex (or you just want to capture a certain type), and you see an empty silhouette in the lower-right tab, open it up, tap your desired target, and you'll run into it sooner.

## CP Explained

CP simply means Combat Power, and it's the number above each wild Pokemon. It indicates their battle prowess, and as you gain more experience points (or XP) and level up as a Trainer, the CP of the Pokemon you find will become higher.



We're still learning about Combat Power, but here's what we know so far. In an individual Pokemon's stat screen, you'll see a semi-circle at the top. The part that's bold with a dot at the end indicates that Pokemon's current maximum Combat Point potential. Some Pokemon have higher maximum CP than others. For example, an intimidating, spiky Pinsir will likely be stronger than a tiny, wormy Caterpie. But, if you find a 50 CP Pikachu, that doesn't mean it's stronger than a 20 CP one. For efficiency's sake, though, you'll probably want to Power Up the 50 CP Pikachu with Candies.

Whether you Power Up or Evolve a Pokemon first is up to you. Some believe powering up a 'Mon before evolving it results in even higher CP, but there's no confirmation of that yet. But, your Pokemon's max CP rises along with your Trainer level, so don't neglect those curve balls (more on that shortly) and be sure to visit Pokestops whenever you can! Get dat XP!

Extra Note: It looks like your Pokemon's weight/size (XL or XS) could affect their stats, like CP, HP, and dodge speed. Again, there's a lot of rumor mongering and unconfirmed info out there at the moment, so that could be a bunch of Bouffalant hockey.

### Check the Moves

You might catch a few different Saryus that are all around the same CP, but take a look at the two moves each Pokemon has when you catch it, and the power level of each move. If you catch a 98CP Saryu and a 105 CP Saryu, and the slightly weaker one has Water Gun and Psybeam, while the stronger one only knows how to Tackle and Body Slam, go for the better move set.



Next to each move you'll also see how much damage it does, along with a blue power meter for the second (more powerful) move, which indicates when your Pokemon's power move is ready to rock in a battle. Better moves, more power, better Pokemon. You can always make up some CP points later.

Can I Optimize Egg Hatching? And What's a Kilometer?!





While visiting Pokestops, you'll probably pick up some eggs, from which Pokemon hatch. But first, you need to incubate them, and then walk around. To do that, go to your Pokemon collection, and in the upper-right you'll see an Eggs tab. Tap that, choose an egg, then an incubator. Then you walk around and wait for the hatch.

Here's some advice: Don't waste your time incubating the 2K (kilometer) eggs unless you really want more low-level Pokemon (though that isn't a bad way to get a starter you missed or snag yourself a Pikachu). The 5K eggs can net you some decent ones like Cubone, Porygon, Machops, or Sandshrew. The 10K eggs get you more powerful, uncommon ones like Snorlax. Take a look at this handy infographic for a more in-depth egg breakdown, courtesy of Reddit.

You can even hatch eggs if you're on a bicycle, bus, or train. The app just registers that you're moving; it won't actually care that you're not walking. So, you can hop on your bike and keep the app open to not only get some exercise, but hatch some sweet Snorlax bros as well. Another great way to incubate and hatch eggs is to go for a run!

To pick up more incubators, you can either buy them outright in the real-money Shop or by getting lucky at Pokestops, though they are rare. You also gain more incubators and other more rare items as you level up. And remember: Pokestops replenish every 10 to 15 minutes, which is remarkably fast for a free-to-play mobile game!

By the way, 5 kilometers is about equal to 3.1 miles. Pokemon Go, not only does it bring us together, it educates.

When capturing wild Pokemon, you can throw a curveball to gain more XP. All you have to do is jiggle the ball! Jiggle it good! Basically, you tap the ball, hold it, and spin it around clock- or counterclockwise until it sparkles. Once it's shining up, toss it and boom! If you capture the critter you'll get a curveball XP bonus.



But wait, there's more: Where you throw the curveball depends on how you throw after the spin. Apparently, it helps to throw the ball in the opposite direction of the initial spin. So, if you're spinning it clockwise, you'll want to toss the ball to the left. How the ball moves after a spin seems pretty random to me, though.





Supposedly, if you botch a toss you can tap the Pokeball when it bounces or rolls away in order to retrieve it. But I've been tapping away and trying this out for a while, with no real indication that it works. But some people online have say it works for them. Huge, if true.

**The Razz Berries Taste Like Razz Berries!**



We explained in our primer that razz berries are items you can feed a Pokemon to slow it down before you capture it. More importantly, you can use razz berries in tandem with a stronger Pokeball (especially once you start leveling up and unlocking Great Balls and Ultra Balls) to catch particularly feisty or extremely rare Pokemon that cross your path.

One of the aspiring trainers right here in the PCMag Labs caught themselves a Dragonair doing just that. Feed the Pokemon a razz berry, take out a Great Ball, give it some good arc on your throw, and catching just got a whole lot easier.

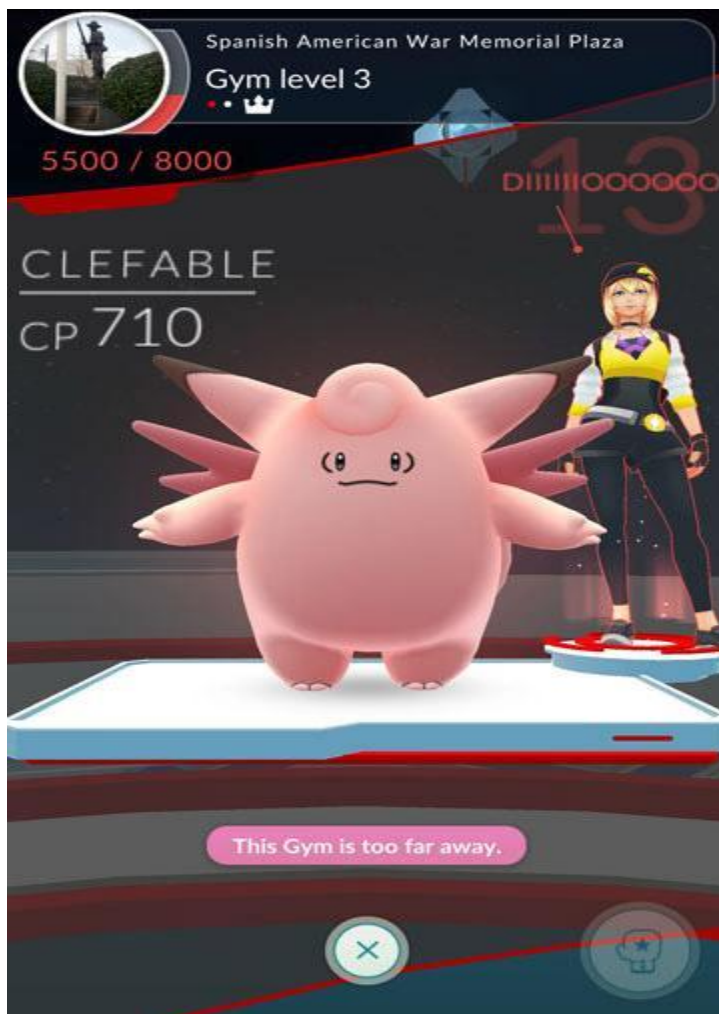
**Gain More XP! Faster!!**



The best way to grind XP is to capture multiple low-level Pokemon, pay attention to the number of candy they require to evolve, and wait until you have enough Candy for multiple evolutions at the same time. By capturing the same type of Pokémon over and over you gain more Stardust and Candy. So, don't think ill of all those Doduos, Caterpies, and Weedles! They're potentially useful because you can transfer duplicates, which will earn you 1 candy of that Pokemon type. Then, use a Lucky Egg and evolve all of the Pokemon at the same time to gain double the amount of XP. Pidgeys are especially pretty good for this.

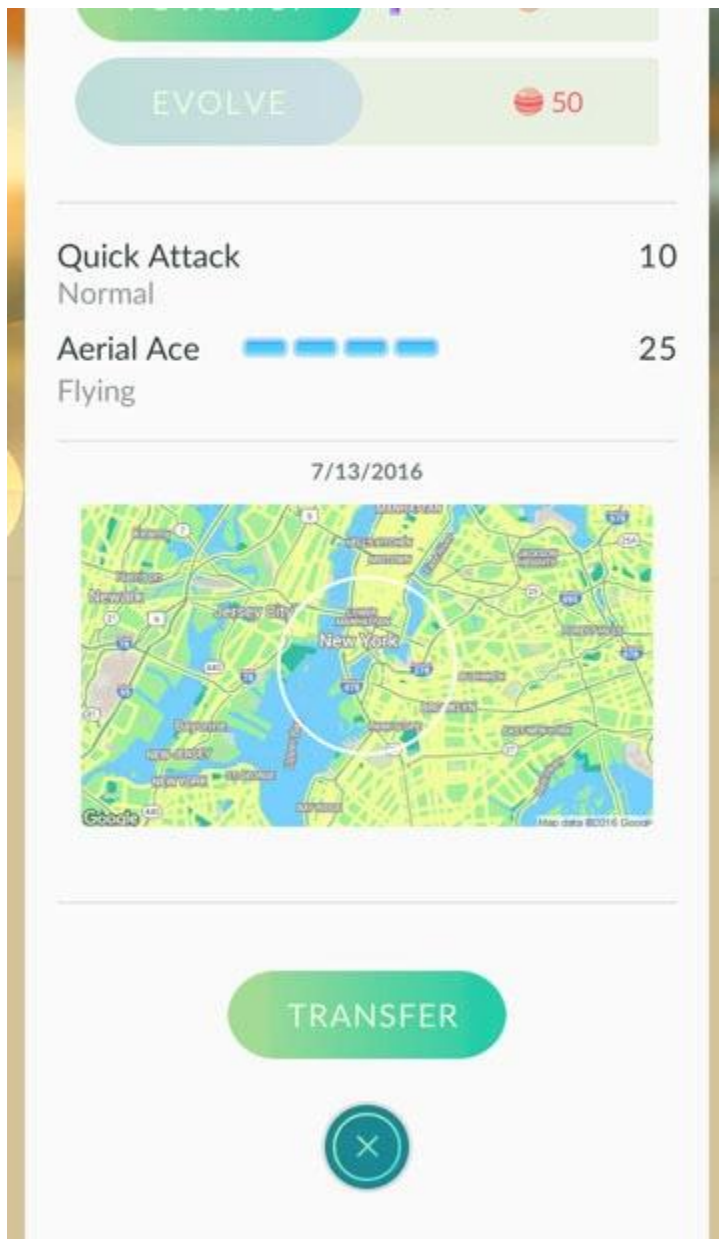
Some words of wisdom on Stardust and Candy, though: think carefully about what Pokemon you want to power up now, and which ones you want to save for after you evolve. The more you power up a Pokemon you eventually plan on evolving, the longer it'll take you to collect the 25, 50, or 100 candies you need to evolve that little guy and see the Pokemon's CP skyrocket anyway. Pro tip: evolve the Pokemon first, then power it up. Better to use your stardust on Pokemon that are finished evolving or only have one form to optimize your battle lineup, with a bunch of even stronger Pokemon waiting in the wings, piling up candies to take your squad to the next level once they evolve.

### **But, Wait! What the Heck Is a Lucky Egg?!**



It's an egg that's lucky! Really, it's filled with happiness and most importantly, grants you double the amount of experience points you can gain for 30 minutes at a time. You can only buy these in the Shop, with Coins. If you've got a couple Pokemon you're almost ready to evolve, save up those candies until you've got a Lucky Egg, then evolve them all one after another while the Lucky Egg's dank XP aura is in the air to double down on that extra CP and XP.

### How Do I Transfer?!



Tap a Pokemon in the menu, scroll down below its bio, and tap Transfer. You get 1 candy per transfer. But you better be sure you want that Pokemon transferred to Professor Willow, because once you do, that Pokemon goes bye-bye.

## How Much XP You Get for Each Action



Capture a Pokemon: 100 XP

### **Capture Bonuses:**

Nice: 10 XP

Great: 100 XP

Excellent: 100 XP

Curveball: 10 XP

### **Hatch a Pokemon:**

2K: 200 XP

5K: 500 XP

10K: 1000 XP

### **Evolve a Pokemon: 500 XP**

Register a new Pokemon in your Pokedex: 500 XP

Check a Pokéstop: 50 XP or 100 XP (if six or more items)

Training at a Gym: Depends on success



### **Battle Pokemon at a Gym: Depends on success**

So far it looks like the maximum level you can reach in Pokemon Go is 100. You gain numerous rewards for each level gain, including Potions, Incense, Revives, Egg Incubators, and, eventually, Super Potions, Razz Berries, Hyper Potions, Great Balls, and Ultra Balls. The elusive Master Ball has yet to be glimpsed, but if you fulfill your destiny of finding and beating the Elite 4, maybe you can be the chosen one who's granted the ultimate Pokemon power and enters Cerulean Cave to find your Mewtwo.

### **Used Incense?! Then You Gotta Move!**



Wily Reddit users found a way into the game's code to figure out how Incense works. In case you need a reminder, Incense covers your Trainer in a pink, fluffy fragrance that attracts wild Pokemon to your location for 30 minutes. But you can't just be complacent and sit there waiting for Pokemon. If you stay still, you'll only see one Pokemon every five minutes, which isn't a great way to spend your time. Instead, take a walk and you'll lure one Pokemon every 200 meters.



## Location Matters



Just like in the core, handheld Pokemon games (or real-life animals) certain Pokemon types only dwell in certain locations. Do you want to collect a lot of Magikarps to evolve one of them into a fearsome Gyrados? Or fetch yourself a Squirtle?

Then head down to the river, lake, or reservoir, because that's where Water-type Pokemon will appear! Want to catch Beedrill, Bulbasaur, or other Bug- and Plant-type critters? Take a stroll through the woods. And big-city dwellers may wonder why there are so many Electric-type Pokemon like Magnemite and Voltorb around. That's because they like to hang around electric billboards (maybe).

### Evolve That Eevee! Rename It!



If you remember the original Pokémon cartoon, you may recall the three Eevee Brothers, who each owned one of Eevee's evolutions: a Flareon, Jolteon, and Vaporeon. If you nickname your Eevee one of the brothers' punny names, then it will evolve into your desired evolution! Want a Flareon? Then name it Pyro. Want a Jolteon? Name it Sparky! Jonesing for a Vaporeon?

Then call it Rainer. This may not work all the time, however; it's an almost-guaranteed way to evolve one of your Eevees, but this weird method may not work 100 percent of the time.

Who's That Pokemon? It's Pikachu!



Who's That Pokemon? It's Pikachu!

## More Pokemon Scanning! Track Them With Your Compass!



Remember that tab in the lower-right corner with the footsteps? Well, after you select a Pokemon you want to track, you can turn on your compass (the icon in the upper right), then slowly turn yourself around in a circle. The lower-right tab will begin to pulse green when you're facing the direction of the Pokemon you're tracking. Not only that, the pulse will quicken as you near your target.

### Lighten Your Load, Throw Away Potions!



If you're anything like me, you shoot from the hip and let Pokeballs fly where they may. And, if you're anything like me, eventually, you're going to run out of Pokeballs that way. And if you stroll by a Pokéstop, chances are your bag will be full and you will be unable to collect more Pokeballs! Well, don't let that stop you. Just open your inventory and chuck some potions. Chances are you don't need 99 of every Potion type, so get rid of some and you'll get your Pokeballs back in no time...so long as you stroll by more Pokéstops, or wait around for them to refresh.

### Have Patience, Kricketot! You Can Capture All Pokemon!



You don't have to evolve everything you come across. With patience, you could potentially find a Blastoise, or even a Charizard, out in the wild. Maybe even a Gyarados. Just don't expect Mew or any of the legendary birds, however—although their existence has been found in the game's code. They're locked away for now, but one day, we'll get 'em.



### It's Over 1,000!!!

That's right. This is some advanced stuff. Just like in the core games, there are hidden stats called Individual Values, or IVs, that affect a Pokemon's strength. Wild Pokemon IVs are randomly determined, so that Pikachu with high CP and HP that you caught may actually—ultimately!—evolve into a weaker Raichu than a Pikachu with lower CP and HP, but higher IVs. That's why it's important to catch as many Pokemon as you can, so you can whittle them down to the best of the best.



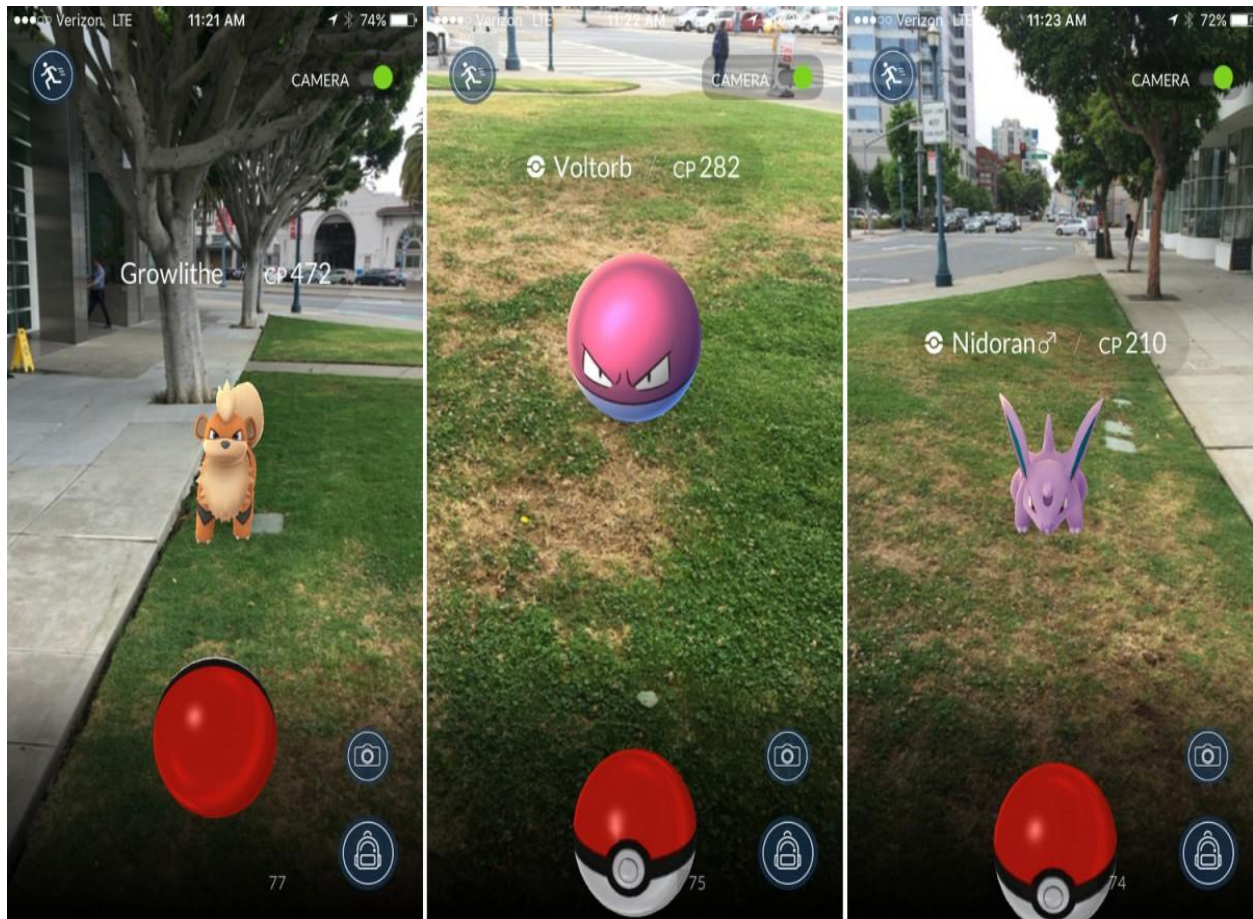
If this all sounds confusing, don't worry about it. Just plug in your Pokemon's CP, HP, and the Stardust needed to evolve it into this IV Calculator. With that, you can figure out exactly which of your Pokemon to evolve. This is especially helpful if you have multiple candidates to evolve but a limited amount of Candy. It's like the Eugenics Wars of the 1990s, but with Snorlax!

### Want the Best of the Best? Pay Attention to IVs!

Abra	526	Gastly	367	Magikarp	100	Psyduck	451
Bellsprout	443	Geodude	349	Magnemite	463	Rattata	393
Bulbasaur	546	Gloom	676	Mankey	461	Rhyhorn	527
Caterpie	272	Goldeen	468	Meowth	506	Sandshrew	426
Charmander	357	Graveler	610	Metapod	282	Seel	962
Charmeleon	585	Grimer	498	Nidoran (female)	336	Shellder	382
Clefairy	493	Growlithe	433	Nidoran (male )	372	Slowpoke	457
Cubone	607	Haunter	642	Nidorina	547	Spearow	388
Diglett	374	Horsea	457	Nidorino	610	Squirtle	442
Doduo	457	Ivysaur	834	Oddish	457	Staryu	421
Dragonair	493	Jigglypuff	415	Omanyte	503	Tentacool	405
Dratini	274	Kabuto	508	Paras	521	Venonat	538
Drowzee	481	Kadabra	717	Pidgeotto	579	Voltorb	498
Sparky(Eevee)	496	Kakuna	333	Pidgey	339	Vulpix	365
Pyro(Eevee)	405	Koffing	513	Pikachu	430	Wartortle	715
Rainer(Eevee)	381	Krabby	424	Poliwag	307	Weedle	315
Ekans	453	Machoke	676	Poliwhirl	527	Weepinbell	681
Exeggcute	371	Machop	418	Ponyta	676	Zubat	385

Having a tough time battling gyms? Well, Reddit user Kyurun figured out how to guarantee your evolved Pokemon will have over 1,000 CP. Turns out, your unevolved 'Mon needs to have a minimum amount of CP before it can evolve. Refer to the handy chart above to find what those numbers are! It's not exact, however. You may evolve a Raichu with a CP number outside of the predicted range. For more accurate results, you'll have to pay attention to your Pokemon's IVs...

### You can Pick Pikachu as Your Starter



Seriously. I thought this was a joke too, a kind of “Mew under the truck” urban legend that had already sprung forth on day one, but it’s actually true. Right at the beginning of the game when you are given the usual Charmander, Bulbasaur, Squirtle choice, pick none of them. As in, physically run away from them. The game will jump them over to try and follow you, but by the fourth time you do this, it gets the message you don’t want any of them, and surprise! There’s Pikachu, joining the party. Now, as anyone knows who has played, your “starter” is ultimately not terribly important (in two days I have all three original starters from eggs/wild captures), but this is a fun little trick you can tell your friends about regardless.



## Catching Higher Level Pokémon Requires Some Actual Strategy

At first, Pokémon GO seems like it's simplified the capture system to the point of stupidity, as you just lob Pokéballs at the faces of wild Pokémon until they relent. But, once you start seeing 100+ CP Pokémon in the wild, they will start breaking out. And ones that are 300+? They will prove mighty difficult to catch unless you understand that there are a few finer points to the system. First, there's an entire aspect to capturing most people will miss. If you press and hold the Pokéball, a ring around the Pokémon will start shrinking. When it reaches its smallest circumference, that's when you should throw, as they are the easiest to capture at that point. Also, the color of the circle matters. Green shouldn't be a problem, yellow will be tougher, red will be very hard. You eventually get treats you can lob at Pokémon to reduce this level, and make capturing easier. Combine these two tactics, and you should have a better shot at capturing stuff, and later you will unlock more secure types of Pokéballs as well. Oh, and one more thing. Turning off AR is probably the best way to help capture Pokémon, because as fun as it is to see them in the real world, turning off the camera will stabilize them in the center of your screen and make them much, much easier to hit. I still do not know exactly what makes Pokémon flee. Sometimes it seems like they get bored after too many breakouts, other times they flee immediately, so it's not quite clear how this system works.

Update: Alright, further clarification about the rings. Ideally, you want to get it in the ring, no matter which size. I think the smaller the ring is, the higher the chance you'll catch the Pokémon if your throw lands inside the inner ring. But waiting until the ring is large enough to be a bigger target also seems to help, but not as much. So for instance, hitting inside a big ring might get you a "nice!" while a small ring is an "excellent!" and probably the most likely to catch something high level. But if you hit in between the outer stationary ring and the inner expanding/shrinking ring, that's when higher level stuff is almost guaranteed to escape. I've found going for medium size rings that are still relatively easy to hit is your best bet.



### Battling Is Also Slightly More Complicated Than It Looks



The first thing you might realize about battling is that in addition to mashing an opponent's face, you can also swipe to dodge attacks, though it seems hard to use this tactically. But more importantly, I think a lot of people may not realize that each Pokémon essentially has a "special" meter that builds as you attack, and you can use filled bars to unleash a more powerful attack, that you launch by holding down a finger on your enemy. The system is pretty chaotic despite this, but some of these moves can do some serious damage, and they can singlehandedly win you fights if you actually remember to use them. Battling is still pretty lame, but it's a tiny bit more complicated than it initially appears.

Update: I thought I should comment on the “immortal boss glitch,” something that seems to happen when you’re trying to win a gym fight, but the clearly dead enemy Pokémon just won’t faint, and the whole battle seems to freeze. This is a server thing that will hopefully get fixed when they’re more stable, but one active way I’ve seen to prevent it is NOT to button-mash, and tap at a more normal rate after each of your strikes land. This way, the server doesn’t have to receive like 50 tap commands, only maybe 10-20, and it helps it not to glitch out. This does not always work, but it seems to help. This is one of the most annoying glitches in the game, however, and I’ve missed out on a maddening amount of gym wins because of it.

### You Can’t Cheat Egg-Walking Easily

One of the more “go” aspects of Pokémon GO is the fact that you have to walk around to hatch incubated eggs that will turn into Pokémon that probably are not in your area. The game tracks your movement using GPS, not a pedometer, so walking on a treadmill does nothing to hatch eggs. Similarly, trains or buses or cars do not seem to work either, as there’s some sort of speed limitation that knows just how mobile you are. I’m not sure about biking. Biking slow may work, but quickly, almost certainly not. So prepare to walk around your subdivision or block quite a bit if you want those eggs to hatch. Buy a few incubators to reduce the grind, but those will cost you a couple real-life bucks. Honestly, they’re the best item sold in the store though, in my opinion.

### Almost Nothing Tracks When the App Is Closed



This is one aspect of Pokémon GO that really seems to be a problem, and a huge cause of battery woes. The game will not alert you when Pokémon or PokéStops are near unless the app is open. It will not count your steps. It will pretty much not do anything except drain the timer of your consumables (which is BS, and Niantic owes me like \$10 for servers destroying my incense parties).



So you will literally have to be that guy or girl walking around with your phone in hand, or at least paying really close attention to sounds via headphones or buzzes while you have the app open in your pocket. I really hope this is addressed in the future, at least for the step part. This may be them trying to sell those \$35 wristbands that buzz when Pokémon are around.

### You Have to Beat a Rival Team into the Ground Repeatedly to Take Over a Gym

The gym system is a little confusing at first. First I didn't understand I was fighting other players (I thought I was fighting NPCs like in the original game). Then I didn't understand why I wasn't kicking them out once I beat them. As it turns out, you have to lower the "gym rep" all the way to zero in order to make it "neutral" and then you can station one of your Pokémon there. This involves beating a gym two, three or more times, unless you have some team members around to back you up. If you can heal after each fight, this is actually pretty easy to do depending on your CP levels, but the system is not terribly well explained in the game itself.

### Holding Gyms Gives You Free Stuff

You may wonder what the point of holding gyms is other than bragging rights, and there is actually a tangible benefit to it. For every gym you either lead (as top CP badass) or support (also note: you can station Pokémon at friendly gyms as "back-up") you will get a daily package of a pretty significant amount of currency. I think you also get it the first time you take over a gym each day, but otherwise, you have to control a gym for a full 24 hours. Right now, things near me are crazy and I don't think I've seen anyone have a gym for a full day. I lead one gym and supported another yesterday, but I lost both of them in about six hours. Ingress players tell me this happens often, and not to get attached to "your" gym because you will be losing it all time. That's most of the fun of the competitive aspect of games like this.



## **Evolve Non-Primary Duplicates For XP**

You quickly learn that you will be shoving lots of extra Pokémon into the meat grinder for candy, once you start amassing a lot of low level duplicates. Once you have a max evolution version of a Pokémon, it seems like you'd want to just upgrade that and not look back. *But*, for some of the most common Pokémon near you, they can be a bonus source of significant XP. Say you evolved your Rattata into a Raticate but you keep finding eight zillion Rattatas. Well, save a few, and use all that candy (and zero stardust) to evolve them for 500 XP a pop. There are probably only a handful of Pokémon that you will find *this* often, but trust me, this is a *great* use of extra candy which costs you nothing of significance and will really help with leveling. Bonus trick: Save up a number of these XP evolutions to pair them with a lucky egg which will get you 1000 XP for even a 12 candy Pidgey evolution.

## **It's Tough to Know When to Invest In Pokémon, and When to Hold Off**

*Pokémon GO's* leveling system sort of sucks. You're encouraged to pump up Pokémon with expensive stardust infusions, but you will quickly learn that you can easily find another Pokémon at a higher level, and you've essentially wasted your resources. For example, I pumped up a 60 CP Drowzee from the start to 120, but later found a 140 one, so everything I invested was pointless. Usually, it seems like the smart play to keep your highest level base Pokémon and transfer the others. Either wait until you have the candy to evolve them, or until you find their evolved form in the wild, *then* once they reach their second or third stage, really begin to invest. For single-stage Pokémon, it's hard to tell. I tried to pump up what I thought was a decent 250 Jynx, and lo and behold after spending a ton of stardust, I found a 380 one a few hours later. This aspect of the game can be really frustrating.

**Update:** Here's another hint about leveling/evolving. If you want to evolve something to stage three, do not evolve it to stage two as soon as you're able. Save up 125/75 candies instead to do *both* evolutions at once. In the time it takes you to get all those candies, you will level up and start finding higher stage one Pokémon that in turn can be evolved into higher second and third stage.

For example, you have a 200 Dratini, and finally get 25 candy to make it a ~400 Dragonair that may someday turn into a ~800 Dragonite. But, by the time it takes you to get to 100 candies for a Dragonite, you will probably have found a 400 Dratini, which could be an 800 Dragonair and then a 1600 Dragonite. I have wasted lots of candy learning this the hard way with a number of second stage evolutions.



### **Tracking Is Super Unreliable Right Now**

I think I have most of the game's systems down right now, but "tracking" is one that still eludes me. I have heard so many conflicting reports about tracking, I don't know what to believe, and I've never done it effectively myself. Right now, the rumors are that if you select a Pokémon from the "nearby" list, it will pulse as you get close. I've also heard the footprint symbols are 100 meter intervals, and you have wander around until they shrink from three to two to one, and then Pokémon will be somewhere near you. I have also heard that people have tried all these things and had zero luck doing it. This aspect of the game is so perplexing, yet obviously hugely important, I literally contacted Niantic directly to ask them how exactly this tracking system is supposed to work, but I haven't heard back yet. For now, don't drive yourself crazy over those "nearby" silhouettes.

Update: After four days of play and consulting with dozens of players, I have finally figured out how the "nearby" tracking system works, and most Pokémon are closer than you think. It's too long to explain here, so go to my new article that explains the tracking system in detail.

## There's One Way To Get Free PokéCoins In 'Pokémon GO'



Pokémon GO may be a free game, but we all know how that goes by this point. Pokémon GO, like most free-to-play games, uses various premium items to entice you into spending real world money to accelerate your ingame progress — in this case, it all revolves around PokéCoins, the premium currency that you can use to buy Egg Incubators, Lucky Eggs, Lure Modules, Bag Upgrades and the works.

Most of the time, if you want PokéCoins, you're going to have to pay for them, and they can really accelerate things if you do. There is, however, one known method for getting free PokéCoins.

The gym system is one of the most problematic features of this new game, but that's where you're going to have to go to get your free PokéCoins. You can station your Pokémon at a gym if you either train at a friendly gym long enough to increase its level and thus its Pokémon capacity, or if you knock an enemy gym down and put your own champion on the now empty gym. Just getting one Pokémon out at a gym is something of an accomplishment in this wildly popular game, but if you want, you can travel around and try to get as many of your little creatures sitting on gyms as possible.

That's where the free PokéCoins come in. If you go to your "shop" page, there's a little icon in the upper right hand corner that will give you a PokéCoin and Stardust bonus for every Pokémon you have defending a gym, as well as every day that Pokémon has successfully defended the gym. You can only collect this bonus once every 20 hours, so you'll want to do one of two things. You can either try to get as many Pokémon as you possibly can out at gyms before collecting, or you'll want to snag it as soon as you put one down because you know it won't be there for very long. I've been leaning towards the latter.

A Google search for "free PokeCoins" will pull up plenty of fakes, but this, to my knowledge, is the only legitimate stream of free PokéCoins in the game.

### **Pokémon GO Battery Saving Tips**

As a mobile title, it is constrained by one major factor. It is going to drain your battery faster than you can throw a Pokéball at a Pikachu. What can you do to save as much battery power as possible?

The first step should be to switch on the built-in battery saver mode in the Pokémon GO application. While this will still present you the full game when you are in the middle of a hunt or a taking part in a gym battle, when you are walking between points of interest the app will do its best to stop battery-intensive processes. It will dim the screen, it will reduce the number of calls it makes to the server, and you'll get a handy alert or vibration when something happens.

It's a two-stage process to active this – the first is to tick the battery saver box in the settings of the app, the second is to hold the phone upside down. The latter is a natural place to hold the phone while walking around, so this battery saving technique is almost invisible to the user.

Although not listed as batter-saving option, there's one choice you'll want to consider in Pokémon GO to reduce the amount of power used is to turn off your camera. Although much has been made about the AR elements of the game and the delight of seeing a Bulbasaur lazing about on the bonnet of your Boss's Bugatti Veyron (to take one common example), it effectively means you are recording a video in the background so the real world can have the PokéWorld overlaid on top.



When you go to catch a Pokémon, the top of the screen will have a slideable 'camera' switch. Move that to off, and while you will still see your pocket monster, it will be in a cartoon background and locked in the middle of the screen. You've saved yourself another bit of battery power, and you'll also find it a bit easier to throw an accurate Pokéball.



### Important Safety Tips For 'Pokemon GO'

Pokemon GO is not like most other video games. It's an "augmented reality" game that sounds you out into the real world to catch all your little creatures, and that means there are different concerns for those hunting Zubats on city streets than in their own homes. Pokemon GO is terribly fun, but it's safe to say that it's more dangerous than sitting at home and playing a traditional Pokemon game on your couch. So exercise caution: there have already been reports of minor injuries playing the game, and it's going to take effort to make sure that we don't end up with something worse. Here are some tips to help you play this thing safely:

**Stop to catch your Pokemon:** Most of Pokemon GO can safely run in the background, or at least with little attention being paid to it. Walking for eggs and experience you can do without looking at the screen, and it's pretty easy to just grab pokestops as they come up. Catching an actual Pokemon, however, requires a bit more attention. You've got to find the thing on your screen, you've got to flick a ball at it, and sometimes you've got to flick another ball. Protip: this is when you're going to walk into a tree, or worse.



Not that I've done that. So make this be the one action you don't perform while actually walking. Stop, move to the side, catch your Pokemon, and move on. You might look weird, but there are worse things.

Stay hydrated, wear a hat: It's July. It's hot. You see some rustling grass around the corner, you nag another Doduo, you see some more, you keep moving, and sooner or later you're a mile away from home and succumbing to the early stages of heat stroke. This was the biggest problem I encountered in my first two days of play: I was having a great time, but getting pretty dehydrated by doing so. So take all the normal precautions you might if you were going on a hike or something: bring a water bottle or plan to walk by places where hydration will be available, wear sunscreen, and wear a hat. Pokemon GO is currently available in the United States, Australia and New Zealand, so this tip is mostly for those in the northern hemisphere, judging by what I've seen on the Internet about the weather down under.

Remember that your phone will buzz: Again, catching a Pokemon is the most involved thing you're going to be doing in this game. Very little else requires you to keep your eyes glued to your screen while you do it, and so don't keep your eyes glued to your screen. If you just want to you can just walk, let the app run in the background, put your phone down and wait for it to buzz when a Pokemon is near. Or take a look at the map, identify some rustling grass and put your phone away until you get there. You'll know when the Pokemon is near, and then you can stop to catch it. The goal is to avoid moving while you're staring at your phone, and the game makes it easy enough to do.

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Don't wander into police stations: Unless you're a cop, I guess, but then it's not really wandering, is it? Pokestops and gyms show up in all sorts of places, and not all of them are the sort of places you want to just show up in unannounced. One police department had to tell people to stop coming inside to play the game, advising them that Sandshrew would still be there later. One of the best parts of Pokemon GO is that it sends you to all sorts of places you wouldn't end up at otherwise, but some common sense is required as well. Remember that nearly everything you need to do in this game you can do from the street.

### Figuring Out 'Nearby' Tracking In 'Pokémon GO'

Tracking "nearby" Pokémon is never explained at all in the game. For this, and many other aspects of the game, Pokémon GO players are on their own.



And yet, I think I now have a few answers all the same. After four full days of play and consulting with dozens of other players, I pretty much have the system down. It's not easy certainly, and not 100% reliable, but I've used it to track down very specific Pokémon in the wild more than a few times now, from elusive Tauros and Vulpix to a pair of matching Pikachus.

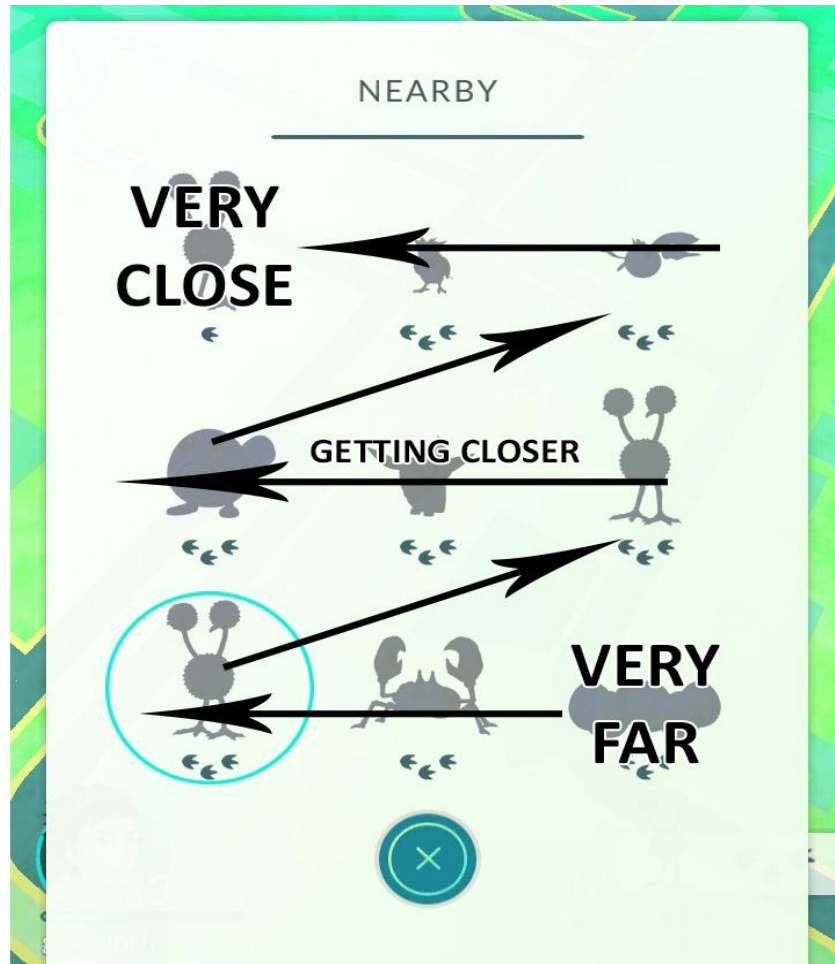
First, we'll start with something the "nearby" tracking system is not. Namely, the Pokémon that show up in this list are not the exact Pokémon that will come to you if you place lures or use incense. You may see a Squirtle with three footprints under it, and hope that it comes your way if you put incense on, but this almost never happens. You are never attracting these specific Pokémon with these items.

You might find ones that are relatively common in your area (for me, this is an infinite amount of Drowzees) or ones that are common in the game generally (Pidgeys, Rattatas, Zubats), but it is nearly impossible to lure specific rare Pokémon to you on purpose.

Now, getting cool stuff can happen with lures and incense. I've gotten high level, pretty rare Pokémon from these items, but they were not any that appeared on the nearby chart. This system is separate from that one in almost every way.

So, what about actual tracking then? That system shows specific Pokémon that you can purposefully navigate to. The best way to explain this is probably just a step-by-step guide.

1. Most people will understand that zero footprints means you are practically on top of a wild Pokémon, and should actually be able to see it. One footprint is very close. Two is sort of close. Three is...well, this is the problem. There are various "ranges" of three footprints, but that's never made clear in the game.
2. When it comes to three footprints, you then have to switch to judging the order in which the Pokémon appear in the list. In the 3x3 grid, if a Pokémon is in the top left, it is the closest to you, even if everything has three footprints. If it is in the bottom right, it is the furthest, and may soon fall off the grid entirely if you keep walking away from it.
3. So, what you do in order to find a specific Pokémon list is select them on the grid, which will circle them. But do NOT close the grid. There's been a rumor that the grid will pulse when that Pokémon is near, but that's wrong. It pulses when new Pokémon are added to the grid, and it does not have anything to do with distance.
4. You do not want to close the grid and focus only on a single Pokémon, because you need to see its position within the grid in order to track it. You need to see it moving from between the #1 and #9 spots to gauge if you're getting close or further away.



5. So, go straight, in any direction, to start. If the Pokémon dips down one slot, it might just be something new being added to the grid, so give it a second. If it dips down two or three slots? You're going the wrong way. Do a complete 180.

6. Now, go straight that way. You should see it start to tick up. If it doesn't get past the top three or four spots and starts to go down again if you keep walking, now that's when you have to go left or right. Backtrack to where it was last highest on the list. Pick left or right. Go that way. If it starts dropping, you picked wrong. Do a complete 180 and go the other way.

7. The trick is getting out of three footprint territory. Once you can finally track the Pokémon to no more than two footprints away, that means it is really close, and with just a tiny bit of trial and error searching using the above method, you should be on top of it soon enough. It's dealing with the three footprint part that's the hardest, but a lot of people don't seem to understand the importance of the order of the grid. I certainly didn't. This whole strategy is sort of a variant of this diagram which has been making the rounds, but that skips the part about getting through the mess of the three-print grid.



8. I don't know the exact distances represented by the footprints, but usually, Pokémon I tracked were no more than a city block or two away, even if they first appeared low on the grid. If you take too long however, things can change, as Pokémon move. It's why even if you stand still, you will get a rotating stock of what's near you. With that said, I don't think something you're actively hunting can disappear or outrun you, unless there's some sort of technical glitch. I have had two and one-print nearbys just disappear completely on me, but they usually come back if I just press on a little bit further. Sometimes maybe you'll just lose something, and won't know why. But once I figured out the above system, that almost never happened to me. If you are rolling around in a group, the Pokémon will spawn multiple copies for each of you, but they may not be in the exact same spot, so don't freak out. I've seen a difference of about a half block or more, so just keep looking around a bit.

9. Once you find your prey, make sure after all that effort you've loaded them up with berries and are throwing your best Pokéballs to ensure they don't flee. They might anyway, but at least you did everything you could. If you catch them, enjoy, you just completed what is the probably most fun part of this game, a Pokémon treasure hunt.



So, that's tracking. Some people may say all this is obvious, as they've had it figured out for ages. But I know a lot of people who have next to no idea how the "nearby" system works, and it took me days to get down what I would deem a pretty reliable system.

Go try it out for yourself, and tell me if it works for you. Remember, getting your Pokémon to work its way up the grid and past the three footprint stage is the hardest. After that, you should have relatively smooth sailing.

Let me know how it goes. Alright, I need to go track this vaguely Australian-shaped shadow that I'm pretty sure is a Rhyhorn.

**Update:** I'm trying to confirm the existence of "fishing," where certain Pokémon will routinely appear in an exact spot after a certain amount of time (a few hours, maybe). So far, after learning how to track, I have found four Dratini in the exact same spot a quarter-block away from my apartment. When something, anything is "one footprint" when I'm sitting at my desk, If I walk to my closet about sixty feet away, I will almost always see/catch whatever has spawned there. I've done this about a half dozen times now. I have also heard of people "fishing" for enough Magikarp to get that crazy 400 candy evolution. In short, if there's a certain Pokémon you want multiple copies of, if it pops up again later, try to go to more or less the same spot it was the first time, as your first option. Let me know how that goes.

**Update 2:** Fifth and sixth Dratini, exact same spot. I'm going to go ahead and say that fishing is real, but is probably only useful for areas that you find yourself in for long periods of time, ie. home, school or work. Guess I'm on my way to building a Dragonite!

**Update 3:** (Regarding Compass Tracking): Dozens of people have written me to say that if you unlock your compass and look at the "pulse" of the nearby tracker for specific Pokemon, you can find them that way. Well, I spent a lot of time putting that to the test, and I've written up a new post detailing my findings.

**Update 4 (7/16):** Apparently within the last day there has been a "three step glitch" where almost everything is now showing up as three steps on the "nearby" list, making tracking harder than ever. This renders most normal tracking methods really, really hard to use, and while Pokemon will still shift their position within the grid and get close, getting them down to two or one step is now almost impossible in many instances. This is a really serious bug and hopefully will be addressed soon, but if traditional tracking methods are proving useless, this may be to blame. I will update this post when this glitch is resolved, but it's been going on for about two days now. Right now, the servers are down because of the weekend/Europe launch, so we'll see what it's like when they come back up.

**Update 5 (7/17):** I've written a new article about the three footprint bug, which started Friday and continues today. It's really screwing up one of the main components of the game, and needs to be fixed as soon as possible. I apologize if my tracking methods aren't working for you, but this is why.

**Update 6 (7/24):** Hey guys, since 100,000 people seem to still be viewing this every day, I want to update this again, because we are now entering the ninth day of tracking continuing to be broken, so this method is largely unhelpful. You can still get “closer” to Pokemon by making them move to the top left of the grid through tracking, but without two, one and zero footprint indicators, it is much, much harder to actually find them. The hope is that if this “bug” is an intentional move by Niantic to stabilize the servers, since the servers are pretty stable now post-Japan launch, maybe it will be reactivated soon. Or if it’s an actual bug, that they can devote their attention to fixing it now. After repeated attempts to get in touch with Niantic about this, I still have not heard anything, nor have they said anything publicly about it, which in my opinion, is inexcusable. So, while I stand by this tracking method, I feel like I have to keep explaining why it doesn’t work great right now since the game remains broken.

**Update 7 (7/30):** For now, it seems Pokemon tracking, in any form, is dead. The latest update for the game removed the footsteps from the game entirely, and it no longer seems to matter where a “nearby” Pokemon appears on the grid, in terms of its distance from you. I am hoping that this is still just a temporary solution for a server issue, and that nearby tracking will be brought back down the road, but it seems like we may be waiting a good long while for that to happen. So thanks to everyone who has read this post, I hope it managed to help you when it was still relevant.



## **How To Catch And Level The Finest Pokémon In The Land**

**Go where lures are and stay there** – You can easily spot lures on the map because purple “flowers” will be falling around the Pokéstop. These lures are placed by other players, and are usually placed around high-traffic areas or parks. Just sit by the lure and catch a steady stream of Pokémon. The more lures you can be around, the better! Lures can be earned via level-ups or purchased via coins in the store. If you plan on using your own lures, go with a group of friends so you can share in the benefit!

**Play in a moving car driving through a big city** – Not while you’re driving, of course! I’ve found that on Uber rides through San Francisco, I can usually get a pretty steady stream of new Pokemon to capture. The huge benefit of this tip instead of staying at a lure is that you get exposed to a wider variety of Pokémon. If the car is traveling under 12 mph, then you’ll get to hatch your eggs, too!

**Turn off AR and aim well when catching** – While the AR / Camera component is fun and makes for some nice screenshots, it hurts your aim, as the Pokémon will move a little bit since your phone is not perfectly steady. Turning off AR also makes it easier to get the throw bonuses. If you hit the Pokémon near the center of the circle, you will get bonus XP, either 10 XP (Nice Throw!) or 50 XP (Great Throw!) or 100 XP (Excellent Throw!) depending on the size of the circle.

**Don’t throw curveballs** - While throwing curveballs gets you an extra 10 XP per catch, I don’t actually recommend this since it makes aiming a lot harder and wastes Pokéballs. Go for the throw bonuses instead. To throw a curveball, shake the Pokéball a bit before throwing it.

**Don’t tap the Pokéstop items** - Once the items appear after you spin a Pokéstop, don’t tap on the items. Instead, just exit out of the Pokéstop and you’ll see that the items are automatically transferred to your inventory. This is an excellent tip if you’re playing in a moving car.

**Get a battery pack** - There’s nothing more frustrating than running out of battery as you’re trying to play the game. Buy a battery pack so you can charge your phone while you play, and keep your phone charging throughout the day so you can always play with a full charge!

**Ride on a bike** – Or a scooter, or even rollerblades! Stop and capture Pokémon or spin Pokéstops! This is by far faster than walking around to Gyms or Pokémon. Be safe and don’t play while moving.

**Use a Lucky Egg** – You might get one after you level up after level 9 or so. You can also buy these with points. Since each one is single-use and only lasts 30 minutes, plan to use these only when you’re dedicated to catching Pokémon / gaining XP in that 30 minutes, potentially with a Lure.

**Use Incense** – These will increase the number of Pokémon that you encounter. These are occasionally gained through leveling up, or can be bought in the store via coins.

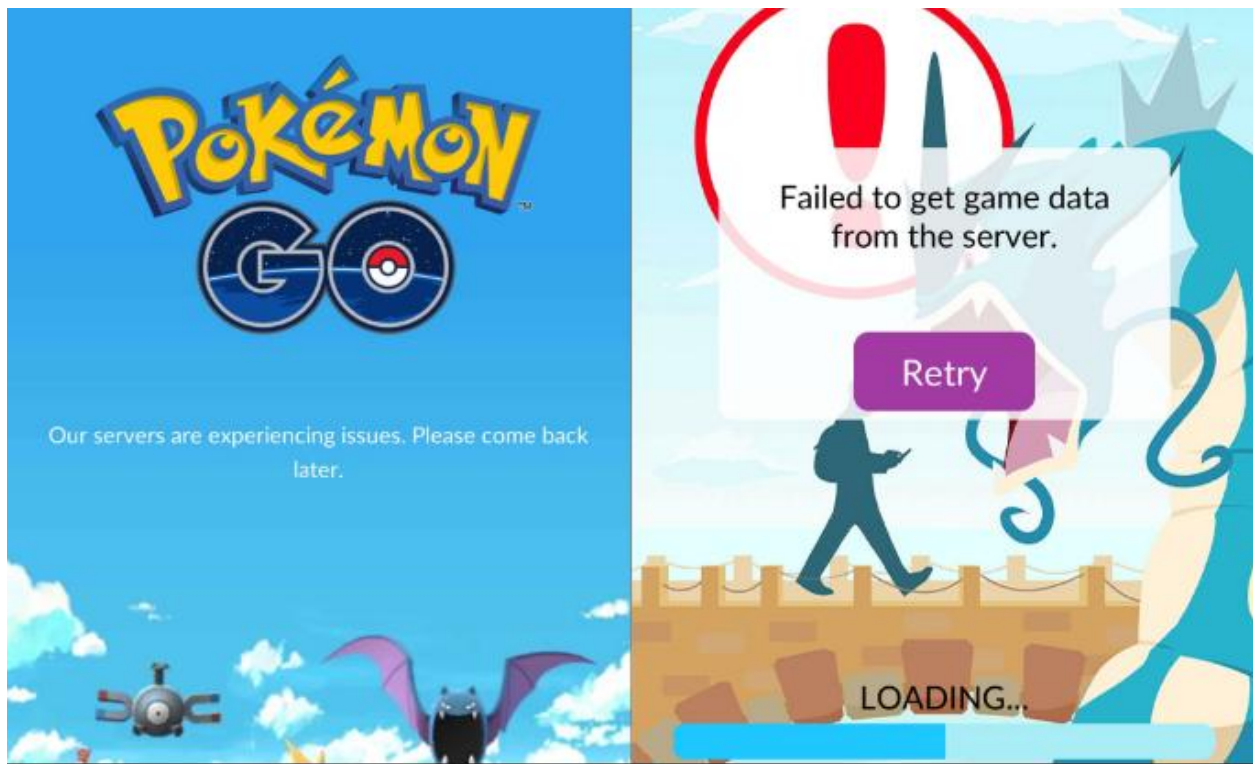
**Don’t do Battle Gyms** – Gyms are incredibly fun, especially when done with friends, but the amount of XP you can get from them is terrible for the time investment. Gyms are particularly buggy and laggy, and the experience is generally pretty painful. You can get 10 coins per day per Pokémon you have at

the gym, but it's hard to hold a gym for long enough for this to be worth the time investment. Hold off on gyms until you have a Pokémon that can dominate (for now, say a Pokémon of CP at least 1500).

**Use the Nearby feature to locate rare Pokémon** - Each new Pokémon added to your Pokédex will give you a generous 500 XP. Use the nearby feature and the “footprints” to go towards these rare Pokémon. Check out Lawrence Chiou's answer to What are some useful tips and tricks for Pokémon GO? for more tips on using this strategy.

**Farm, Evolve, and Transfer Pidgeys** – Once you get a large number of Pidgeys and Pidgey candies (say, 10 Pidgeys and 120 Pidgey candies), boot up a Lucky Egg and then evolve all of them into Pidgeottos. With a Lucky Egg, this will get you a whopping 1000 XP each. Pidgeys are especially appropriate for this strategy since they're extremely common and have a very low threshold for evolving, making this a very efficient and quick way to get XP.

**Avoid Server Issues** - The only way to reliably avoid server issues is to keep your app updated. For example, Niantic released a new iOS app version on July 12th that promised to reduce the number of crashes and prevent the need for forced sign-in again.



### Tips to Get Rare Pokémon

**Throw a Pokéball before the Pokémon zooms out** – There is a critical period between when “Wild X has appeared” and when the Pokémon starts zooming out that you can throw a Pokéball. Since the Pokémon is still zooming out at this stage, the catch circle is very large and you can hit the Pokémon with almost 100% probability. This is likely an oversight in the programming in the game, so take advantage of this while you can!

**Use the Nearby feature** – You can click on a Pokémon on your “Nearby” list in order to have it always displayed on your bottom right. Note that the number of footprints translates into your distance away from the Pokémon – 3 footprints is the farthest while no footprints means that the Pokémon is basically in range. Walk straight until the footprints decrease (or go the other way if the Pokémon disappears).

**Hatch eggs, especially 10km eggs** - 10km eggs have the rarest Pokémon. You can get Pokémon like Scyther, Pinsir, and Snorlax from these eggs.

**Use a Razz Berry** - Use this as your first item. It will increase your chances of catching the Pokémon.

**Choose your Eevee evolution** – Before you evolve your Eevee, name your Eevee Pyro to get a Flareon, Sparky to get a Jolteon, and Rainer to get a Vaporeon. Heard through /u/TheAztek on reddit.





### Reading Your Pokémon's Attacks

Understanding your Pokémon's attacks is one of the most important steps in identifying which Pokémon you should transfer, evolve, or power up. It's arguably more important than having a high-CP Pokémon, since you can make up for low CP with Stardust, while you can't change the attacks of a Pokémon.

**Here is a comparative example with two Pidgeots:**



The Pidgeot on the left has the following attacks:

Attack – Wing Attack, Flying Type, 12 damage

Special Attack – Hurricane, Flying Type, 60 damage (charges with 1 long blue bar)

**The Pidgeot on the right has the following attacks:**

Fast Attack – Steel Wing, Steel Type, 15 damage

Special Attack – Air Cutter, Flying Type, 25 damage (charges with 4 short blue bars)

Note that the fast attack is the more important attack since this is the attack that you will be able to spam against the other Pokémon, and the primary way that you get in damage. The left Pidgeot's attack has base power 12, but will get a 25% STAB bonus (same-type attack bonus) since its attack is the same type as the Pokémon itself. This means that the effective base power of Pidgeot's move is 15, which is the same as the base power of Steel Wing.

For details on what the best attacks are of each Pokémon, check out this helpful spreadsheet at [PokemonGO Stats](#).

**Transfer Pokémon**

You can transfer Pokémon to Professor Willow in exchange for that Pokémon's Candy. In order to do this – go to the Pokémon's page and then click "Transfer". Note that these transfers are permanent, you cannot get the Pokémon back.

**There are several incentives to do this:**

You can only hold 250 Pokémon. I expect most dedicated players to inevitably reach this limit, so it's best to transfer some of your weaker Pokémon to the Professor.

If you have duplicates of any one Pokémon – transfer the ones with the weaker CP (Combat Points) to the Professor. This will give you candies of that Pokémon that you can use to evolve or power up your strongest version of the Pokémon.

Pro tip – Transfer away Pokémon that you don't want to evolve or power up. This usually includes low-CP Pokémon, or Pokémon with undesirable attacks. You can check [PokemonGO Stats](#) for stats on which Pokémon are more powerful in general, or what a Pokémon's best move is.

Here are a series of screenshots that describe the process:

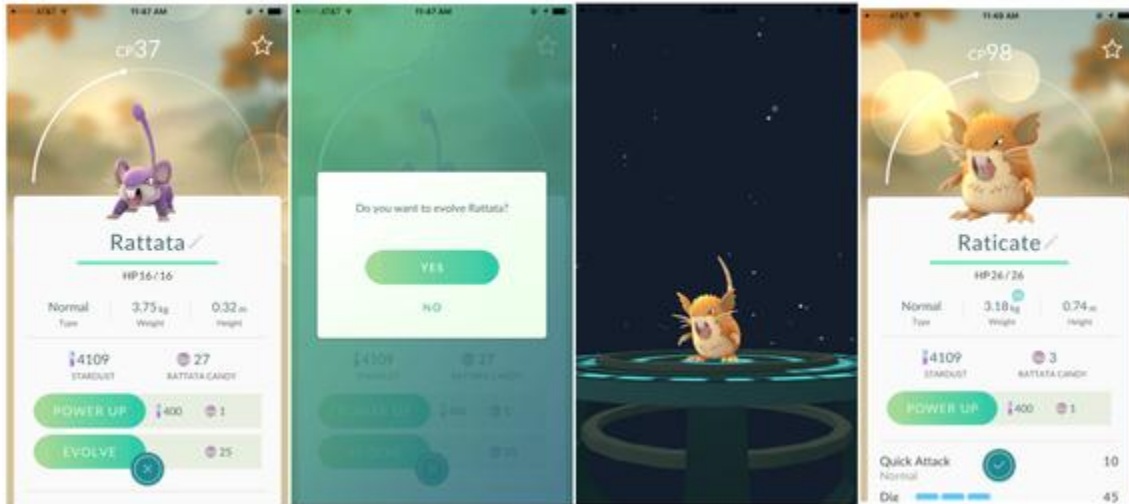


You can evolve your Pokémon with enough candies of that Pokémon. You can get Pokémon Candy by catching Pokémon of that species, or transferring Pokémon of that species to the Professor.

Pro tip – Only evolve Pokémon if they have high CP, since you will save on stardust to train them to be powerful. Note that as you level up in this game, the Pokémon you encounter will be stronger and sometimes already be evolved, so it's best to only evolve Pokémon that are strong already. Save your candies for power ups! An exception is if the Pokémon is very common (e.g. Pidgey) and has a low candy requirement to level up. Then feel free to level these up for the XP (preferably with Lucky Egg turned on).

Second pro tip – Evolve your Pokémon before powering them up, since there is a chance that your Pokémon will evolve to have undesirable moves.

Here's an example that uses the Rattata Candy from the previous example:



### Nickname Your Pokémon

You can nickname your Pokémon. You can do this via the Pokémon menu as well.

Here's an example that uses the same Raticate:



## Hatch Your Eggs

In order to hatch your eggs, you have to go to your Pokémon menu, and then swipe right to the “Eggs” menu. You can have a maximum of 9 eggs, and eggs can be found spinning Pokéstops.

In order to hatch an egg, you must put the egg into an “Incubator”. You have one incubator by default, and you can get new incubators by buying them with coins in the store, or gaining them via level ups.

After you’ve put an egg in an Incubator, you need to walk the required distance before your Pokémon hatches. This distance is either 2km, 5km, or 10km depending on the rarity of the Pokémon. These are the Pokémon that I’ve personally gotten through eggs:

2km egg – Weedle, Poliwhag

5km egg – Growlithe, Oddish, Psyduck

10km egg – Scyther

There might be ways to cheat at egg hatching – you can ride a bike or a car (but have to go under 12mph), or you can try to find another way to move your phone (for example attaching it to a fan or model train). Be safe, don’t ruin your phone, and remember that you have to keep the app open in order for the egg hatching to count!



**Hatching Scyther out of a 10km egg.**



## Navigate the Map

Note that you can pinch the map to zoom out and zoom in, and also rotate the map around. I recommend spinning the map occasionally so you can view a wider area to see what places are promising. Some key objects to note around the map:

**Pokéstops** - These are the cubes spinning in mid-air. When you get within range of one, it will change shape into a Pokéball with a ring around it. You can then click on it and spin it to get items. After you've claimed items from it, it will turn purple for 5 minutes, and you can't get items from it again for the next 5 minutes.

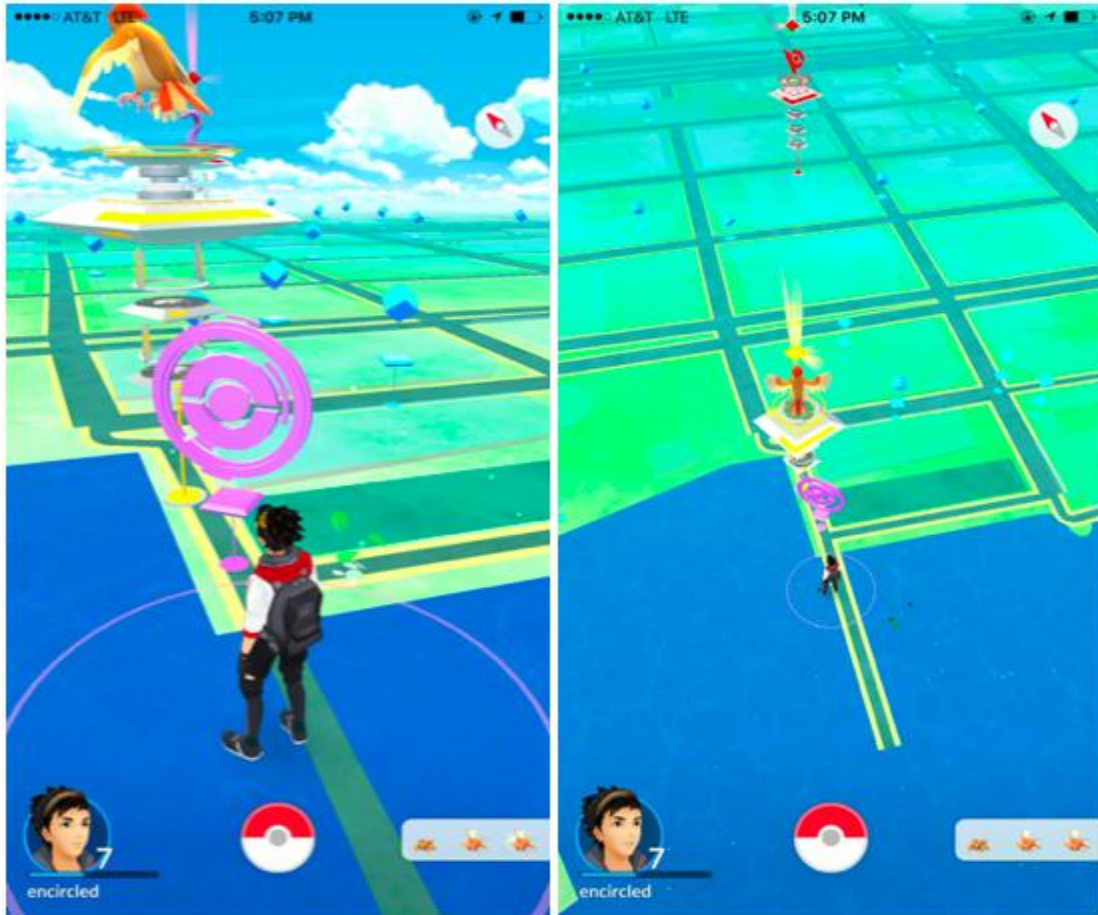
**Pokéstops with Lure Modules** – These are Pokéstops with pink flowers falling around them. These are the best places to farm XP / catch Pokémon since Lure Modules increase the number of Pokémon that appear around that area. These cost coins but can be shared, so are best done with a group of friends (or you can just seek out ones that other people have put up). The benefits seem to stack, so if you come across a location where two lure modules overlap, stay there since that's one of the best places to get a steady stream of Pokémon / XP.

**Gyms** – These are the tallest landmarks visible on the map and will usually be claimed by one of Red, Yellow, or Blue teams. They will occasionally have a Pokémon on the top that is the “lead” Pokémon of that gym. Future sections of this guide will cover battling these Gyms.

**Rustling Grass** - Occasionally you will see rustling grass in Pedestrian areas – this means that there is a Pokémon in that area, that you can walk up to and catch. Your “Nearby” list will give you hints on what the Pokémon might be.

If you're hunting for Pokémon, I recommend going near Lure Modules, Public Parks, or Waterfronts. The first two are the best places to get a high density of Pokémon, and Waterfronts are the best places to get water-type Pokémon (most commonly Magikarp and Tentacruel).

Me at the same location, zoomed in and zoomed out. I usually keep the map zoomed far out to look out for rustling grass and lure modules. The purple object in front of me is a Pokéstop that I've already spun. The yellow tall landmark with a Pidgeot is a gym.



### Pick a Team

Once you reach level 5 and then click on a gym, you will have the option of picking between one of three teams. The three teams are distinguished by their names, colors, and philosophies.



### **Here are the official descriptions from the app cutscene:**

**Team Instinct (Yellow):** Pokémon are creatures with excellent intuition. I bet the secret to their intuition is related to how they're hatched. Come on and join my team! You never lose when you trust your instincts!

**Team Mystic (Blue):** The wisdom of Pokémon is immeasurably deep. I am researching why they evolve. My team? With our calm analysis of every situation, we can't lose!

**Team Valor (Red):** Pokémon are stronger than humans, and they're warmhearted too! I'm researching ways to enhance Pokémon's natural power in the pursuit of true strength. There's no doubt that the Pokémon our team have trained are the strongest in battle! Are you ready?

There are currently no functional differences between the three teams, although in the future there might be exclusive features and options available to each team. For example, the teams are represented by Zapdos, Articuno, and Moltres respectively, and there might be exclusive events related to each of these Pokémon in the future. Additionally, the teams seem to focus on hatching, evolving, and battling respectively, although that difference hasn't really seemed to manifest yet.

I would advise you to choose a team based on what your friends are doing. This allows you to team up to take down and hold gyms together! If that is not an option or your friends haven't gotten far enough yet, I would recommend choosing a team based on what team holds most of the Pokéstops in your area. That will make it easier for you to park your Pokémon in friendly gyms, and gain coins as income!

### **Battle Opposing Gyms**

An opposing-team controlled gym may have one or more Pokémon attached to it. You will have to defeat them in ascending order of combat points, and you can pick up to 6 of your Pokémon to join you in the fight. Click on a Pokémon to switch it out of your team, and then click "GO" to start the battle.

### **Battling Options:**

**Attack – After "Go!"** appears, you can tap anywhere on the screen to attack your opponent. You will see a "Very effective!", "Not very effective!", or nothing at all, and then a reduction in the opposing Pokémon's HP bar to confirm that your attack hit. If you're seeing any "Not very effective's", I would recommend you choose a different Pokémon with different typed moves.

**Special Attack** - Tap and hold on your Pokémon to charge up the special attack – this will typically be more powerful than the regular attack. You have to wait for one of the blue rectangles under your HP bar to charge before you can use it!

**Dodge** – Swipe left or right on your own Pokémon to evade the other Pokémon's attacks. I recommend using this for special attacks, since there is usually more clear warning whenever a Pokémon is doing a special attack. Special attacks tend to do more damage as well, so they're good candidates for dodging.

**Switch Pokémon** - You can use the “up-arrow-down-arrow” option to switch between any of your 6 Pokémon. Do this when your Pokémon’s moves aren’t effective against the opposing trainer!

**Items** - You cannot use items during Gym battles, only afterwards. If you’re low on potions, just let your Pokémon faint instead, so you can just use a Revive.

By defeating the gym’s Pokémon, you can gain experience points for yourself and reduce the “Prestige” of the gym. If you defeat all of the gym’s Pokémon, the gym will become neutral again and you can park your Pokémon at the Gym.

**Pro tip** – Do this with friends on the same team! This becomes a lot more fun this way, and will make taking down opposing gyms easier. There is room for multiple trainers to park their Pokémon at a gym, so the benefits will go all around.

### Occupy Neutral Gyms

If a gym is neutral (no team has claimed it), this becomes really easy – you can just pick one of your Pokémon to place in the Gym. I would recommend putting up a relatively strong Pokémon in the Gym (roughly 500+ CP), but not your strongest Pokémon, since you’ll want to save your best Pokémon for battling opposing gyms. The Pokémon that you put into gyms are stuck there until they get defeated.

### Occupy and Train at Friendly Gyms



If a gym is friendly (your team controls it), you can park your Pokémon there if it has space. If it doesn’t have enough space, you can increase the “prestige” of the gym by doing friendly battles at the Gym, to increase the amount of spots the gym has available. You only get to pick one Pokémon to do a friendly battle, not 6. Your Pokémon cannot faint in a friendly battle, it will just stop losing health at 1HP.

Note that this gym has a total of 7772 prestige out of a 8000. The gym can either increase in prestige (if blue team members train here), or decrease in prestige (when non-blue team members battle here). There are a variety of scenarios that can happen:

If the gym surpasses 8000 prestige, then a 4th slot will open up for another Blue team member to park their Pokémon at the gym.

If the gym goes below 4000 prestige, then the lowest slot will disappear, and the lowest-CP Pokémon will get kicked out.

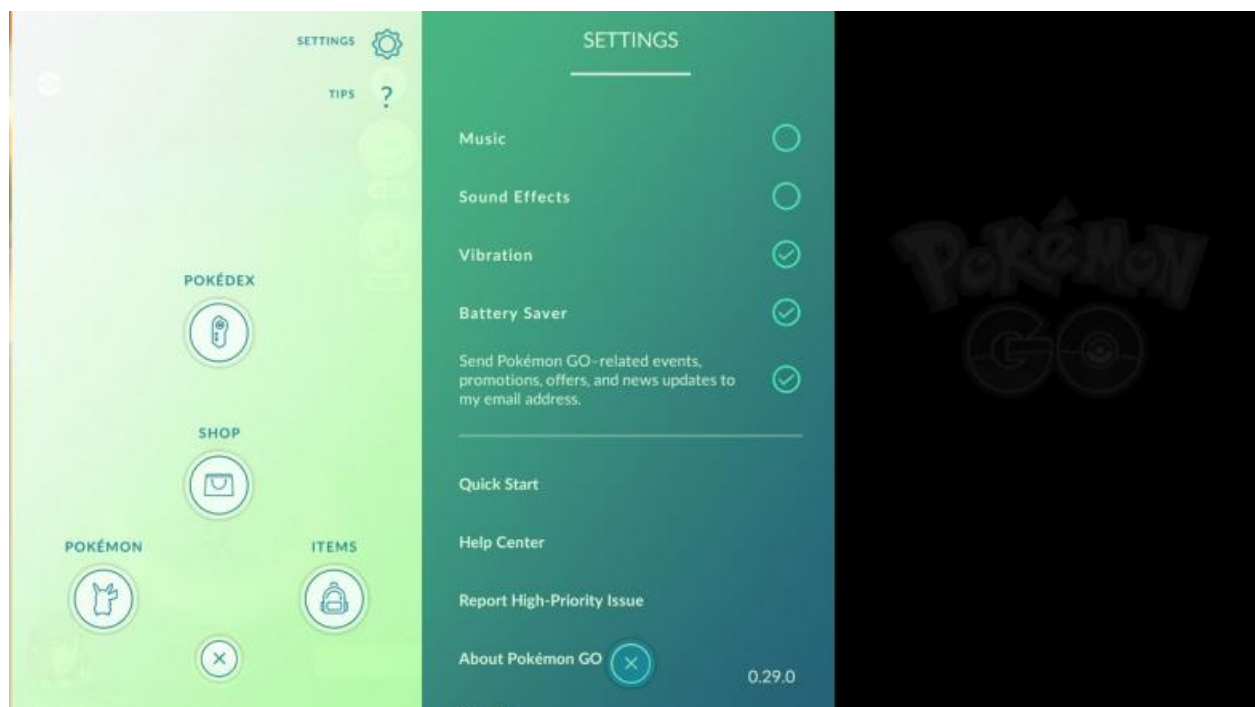
If the gym goes below 2000 prestige, then again the lowest slot will disappear, and the lowest-CP Pokémon will get kicked out.

If the gym reaches 0 prestige, then all of the Pokémon get kicked out and this becomes a Neutral gym again.

### **Earn Coins and Stardust from Parked Pokémon**

You can earn coins by parking your Pokémon in friendly gyms, and then visiting the store and clicking on the shield in the top right. You seem to get 10 coins per Pokémon per 20 hours. This is the free way to earn coins with which you can purchase helpful objects like Lure Modules (increase Pokémon around a Pokéstop for 30 minutes, great for playing with friends) and Lucky Eggs (double your XP for 30 minutes, also great if you want to level up faster).

### **Conserve your Battery**





Bring along a charger, and even better, a battery pack! Keep your battery pack charging your phone at all times, and use an outlet / car charger to charge your phone at all times when you're near an outlet.

Pokémon GO is a huge energy drain, especially if you have an older phone, or use the Camera feature. You can turn on the "Battery Saving" mode in settings which should help conserve your Battery.

There's more frustrating than a dead phone when you want to catch a Pokémon (except for server issues)!

### **Two Walking Tips Every Pokémon Go Trainer Needs to Know**

Even if you're no longer a novice trainer, there's still plenty you may not know about Pokémon Go and how it works. When it comes to using Incense and hatching eggs, the way you walk makes a huge difference.

In this video from the Tech Insider YouTube channel, you'll learn six useful tips for playing the game. We've already covered some of the tips, like the Lucky Egg power-leveling and efficient Incubator use, but you'll also learn when it's best to be moving while you play, and how you should plan your walking routes. According to the game's code, Incense will spawn a pokémon for your every five minutes if you're not moving. But if you're walking, they'll spawn faster. As soon as you travel 200 meters, and at least 60 seconds have passed, you'll be eligible for another pokémon spawn. That process will continue for the entire 30 minute duration as long as you continue to move.

When you're hatching eggs or using Incense, walk in a straight line if you can. The game checks in and measures your travel distance periodically by looking at your displacement from the previous check point. So walking around the same block over and over won't net you very much distance because you're never that far from the last check point.



## **'Pokemon GO' Account Reset: How to Get Back Deleted Accounts**

Many Pokemon GO users are reporting that the latest update has deleted or reset their Pokemon GO account entirely, forcing them to start over from scratch. If this has happened to you, we have a few fixes that could help.

### **Here's what you need to know**

Make Sure You're Using the Right Gmail Account

Pokemon GO support communicated with players for the first time in ages, releasing a possible solution for people who are having login problems with iOS. This fix isn't working for everyone, but it's a good place to start.

According to Pokemon GO support, gameplay is not lost. The Pokemon GO update version 0.31.0 also updated the Google Account login system. This means that when you start or log into Pokemon GO, you might accidentally create a new account under a different Google email address. This can happen if you sign in via an iOS device or the Safari browser. If this happens to you, sign out of your account (you may need to sign out twice.) Then open Pokemon GO again, choose the Google login method, and check the email address in the top right corner of the page. Make sure it's the same one you used when you originally created your account.

If this doesn't work, you can also uninstall and reinstall the game. Alternatively, some people on Reddit have said that you have to catch the starter first, then go to settings and log out. When you log back in, it will be fixed. Just make sure that you log in with the right account. Some people created brand new Gmail accounts to play the game and subsequently forgot this.

### **Additional Fixes**

On Reddit, some trainers are reporting that this method isn't working to fix their issues, and their game is still showing that it's wiped or reset. Other suggestions include:

Make sure your login says @gmail if you're a Google user.

Keep logging out and logging back in. On this Reddit thread, one user reported that his email account wasn't switched, but for some reason he kept coming up with a wiped account anyway. He just logged out and logged in with the right account, over and over, until it eventually worked.

Try removing Pokemon GO's permissions from your Google account settings. First, sign into Google on your browser. Go to Settings and choose "Look for Apps that have access to my account." Find Pokemon GO and remove its permissions. Then reinstall the app and sign in with the correct email.

You may also want to consider deleting all saved Google passwords in your settings. Do this by going to settings > General > Passwords > Select any Google.com accounts > edit > delete. This will ensure that the wrong account and password aren't automatically filled in, leading you to a brand new game.

## What's next for Pokémon Go?

Pokémon Go has only just released, but we already know what's on the horizon:

The game will receive an official peripheral named Pokémon Go Plus in the coming months, that allows you to catch creatures without taking your phone out of your pocket.

**Pokémon Go Plus** - release date, price, UK pre order and everything we know

So, what is the Pokémon Go Plus and how can I get one?

Developer Niantic has confirmed that Pokémon Go trading will be available at some point, alongside tweaks and changes to PokéStops, Gyms and AR functionality.

There have been teases of where we might find the game's most elusive Pokémon, from Legendaries such as Mewtwo and Mew to Articuno, Moltres and Zapdos - as well as Ditto - in Pokémon Go.

If Go wasn't enough of a Pokémon fix, then there's a whole new generation of games on the way to 3DS later this year too. You can read everything we know about Pokémon Sun and Moon, including Starters, Legendaries and other new Pokémon, ahead of release later this year.

Alternatively, given the game's enormous success, you can look forward to a robust number of Pokémon Go alternatives cropping up in the months and years ahead. The first ones will inevitably be completely dreadful, firstly because that's how hastily-cloned mobile games always are and secondly because pulling together this much GPS data and having a working knowledge of AR is quite a rare combination even beyond gaming.

But there's clearly enough of an audience to make it worthwhile, and pairing the same approach with a similarly beloved brand - say, Harry Potter - is a tempting enough prospect for big companies to start spending big money. We'd place a small bet on the topic being much discussed at next year's games conventions.

**Have Patience! You Can Capture All Pokemon!**